

vector

TD

INSTRUCTION MANUAL

GETTING STARTED

SETTING UP YOUR PSP®(PlayStation®Portable) SYSTEM

For more information on setting up your PSP®, refer to the instructions in the manual supplied with the PSP® system.

⚠ WARNING: PHOTSENSITIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing.

IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • disorientation • altered vision • seizures • eye or muscle twitches
- any involuntary movement or convulsion • loss of awareness

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

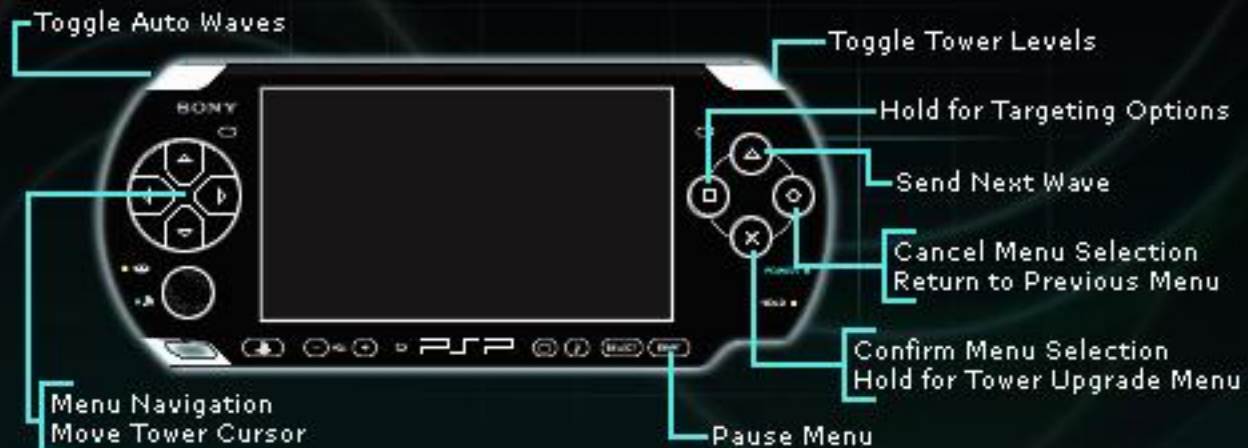
Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

BASIC CONTROLS — PSP®



BASIC CONTROLS — PSP®go



WELCOME TO VECTORD

The year is 2067, Earth is under attack from a race we have codenamed "Vectoids". Over the last few years we have managed to refine our abilities to defend ourselves, but we do not know the origins of these Vectoids, or why they are attacking us.

VectorTD is the codename for a computer simulation designed by one of our top boffins, Professor David Scott. The simulation is designed to train commanders in the art of defending facilities from the ongoing threat of the Vectoids. The simulator comes compiled with 8 of the most common paths used by these facilities and the full range of attacking towers at their disposal.

The aim of the simulation is to eliminate the Vectoids threat before they reach the end of the path. You do this by constructing towers along the path. Success is not based solely on the types of towers you select, but where you place them and what upgrade and bonus options you take.

VECTOIDS

So far we have identified 7 sub-species each with their own unique strengths and weakness. Below is the latest intelligence for each of the Vectoids types. Use this information to refine your defense strategys.

Blue Spinners

This is the most common type of Vectoid, we have found that blue lasers do the most damage but they seem to take less damage from purple lasers.

Red Shredders

One of the first types of Vectois encountered. We quickly found that red lasers and rockets caused the most damage, green lasers seem to do very little damage.

Green Flyers

Fortunately all our defenses can cope with air targets, the red lasers do not do so well, but green lasers do heavy damage.

Yellow Sprinters

These are a real pain! They travel much faster than all of the other Vectoids types, fortunately our blue laser based towers can slow them.

Big Purple Box

Don't let the simple geometry of this Vectoid mislead you, it is as tough as the best of them, its main weakness is purple lasers, but seems to resist attack from blue.

Hard Grey + Bonus

This Vectoid has caused us the most problems, we think it is coated with some sort of armor. The only good news is that it is quite rare and that they seem to need an external power source. Destroy the yellow power cell to get a bonus point.

ATTACKING TOWERS - EXPLAINED



Green lasers 1, 2 and 3

The Green laser towers fire a beam that does constant damage the whole time it is focused on the enemy Vectoid. Laser towers 2 and 3 have so much power that the beam is reflected off the target onto nearby Vectoids. Reflected beams do 100% damage.



Red Refractor, Little Red Spammer and Red Rockets

The Red Refractor is a laser based tower, the red light is refracted through the target and hits all other Vectoids around it. The damage the refracted beam does decreases as the distance increase. The Little Red Spammer fires heat seeking rockets at random targets in range.

The Red Rocket is one of the most destructive towers at your disposal, the rockets it fires are capable of acquiring new targets mid flight.



Purple Power 1, 2 and 3

The purple laser towers are similar to the green lasers but instead of a continuous beam they store the energy up and release it in a single high power burst. The 3rd tower is so powerful its beam slows the target as it drains its power.



Blue Rays 1 and 2

The blue rays from this tower drain power from the enemy causing them to lose speed.

The 1st blue ray tower can target upto 4 different enemies in a single shot. The 2nd Blue Ray tower focuses its attack on a single target and stuns it.

ATTACKING TOWERS - OPTIONS

Upgrades

All attacking towers can be upgraded 9 times (to level 10). Each upgrade costs 50% of the cost of the initial construction cost. Each upgrade you do will increase the range of the tower by 5% and damage by 25%. Towers can not be downgraded, however the money you get from selling the tower does include the money you have spent on all upgrades.

Attack Modes

Most towers can be instructed on how to acquire targets. The 3 modes you can select are Close, Hard and Weak.

"Close" will instruct the tower to select the closest Vectoid when it is looking for a new target.

"Hard" will make it select the least damaged target in range and "Weak" will tell it to target the most damaged target in range. Use these 3 modes to create the best setup, using modes like "Hard" on your highest damage towers and "Close" or "Weak" on towers close to the exit.

Selling

At any time you can sell a tower for 75% of the total money you have spent on it, including upgrades. You can only sell attacking towers, booster towers can not be sold.

BONUS POINTS

The "Hard Grey" Vectoids always seem to be transporting a yellow energy cell. Destroy this cell to receive a bonus point. Bonus points can be spent on booster towers or can be used to upgrade your interest rate or buy you 5 extra lives.



Damage and Range Booster towers

There are 2 types of booster towers, both cost 1 bonus point to construct, neither have any form of attack. Instead of attacking they increase the damage or range of any tower they are linked to. They automatically link to towers you place them close to. The link is indicated by a line.

The Damage Tower will increase the damage of all linked towers by 25%. The Range Tower increases the range of linked towers by 25%.

The effects of the booster towers stack. This means that a tower in range of 2 Damage Towers will have its damage increased by 50%.



Increase Interest

At the start of each level your banked money receives interest. The interest rate can be increased by spending a bonus point on the interest rate option.

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For more information
on this game, please visit

vectortd.candystand.com